



Saint George

AND THE



Vol. IV. No. 5

December 10, 1978

A Vast Wasteland Publication

Diplomacy is learning not to snicker when using the phrase "Game-long alliance" over the phone.

Hah ! December 10 and so far no measurable snow. Snow flurries twice, but that's it. Cold, though. However, from watching the Weather Report it seems that every section of the country has worse weather than we do. So no matter what else happens this winter, we're off to an excellent start.

There are some important announcements in the Town Crier, so don't neglect that section. We have an article on Germany from another multiple winner. Next issue I'll have an article on France from a French winner, and I have articles offered on England and Austria. Way to go, guys. I really do appreciate it. Are there any Turkish or Italian winners who'd like to share their secrets ? Anonymity is promised.

In a last minute phone call Craig Reges has said he will be continuing in Phoenix and he will be back at his home address from 12/22 to 1/22: 16 w 761 White Pines Road, Bensenville, IL 60106

And surely that's enough happy talk.

Table of Contents

1976IF, leviathan.....5	1978HS, The Dwarf.....9
1976IJ, The Changeling.....3	1978HT, The Werewolf....6
1976JW, The Phoenix.....10	Saint George Speaks.....2
1978CO, The Banshee.....10	Dragonfire.....7-8
1978HH, The Vampire.....6	Town Crier.....11

Saint George and the Dragon is a monthly journal of postal Diplomacy*
available from: Robert Sergeant, 3242 Lupine Drive, Indianapolis, IN 46224
Phone:(317) 293-4394. Subs 10 issues/\$2.50. NO GAME OPENINGS

*Diplomacy is a registered trademark for a game invented by Alan B. Calhamer
and copyrighted by Avalon Hill.



SAINT GEORGE SPEAKS

Letters on BattleStar

Before we wind up discussion, here are a few more comments. Mark Berch wants to designate this zine as the "official" BattleStar discussion zine. I must decline. I'm afraid everything that can be said on the subject has been; other SF is coming up. I am especially looking forward to the Invasion of the Bodysnatchers, having seen the original about 6 times.

From Jeff Richmond:

"If the producers of this show have any brains, they'll contract the cast now to do a special episode...in which the Galactica finds Earth, they kill all the Cylons, and live happily ever after. Naturally, they wouldn't want to air such an episode until they've milked the series for all the money they can(including syndicated reruns). But they should film it now to avoid the problems Star Trek has had."

((First you are supposing that the producers really care whether the story comes to a conclusion. I can name you many shows which had a "quest" theme and in which the players were still under contract when the series was being ended, yet no one cared enough about the fans to bring the thing to a close.

And, you must remember that Star Trek's popularity didn't begin until it was cancelled. While the series was still producing new episodes, it had nothing like the audience it found in syndication. So the problem arose of increased demand for a product which was no longer available.

BattleStar is popular now. When the time comes that BattleStar is cancelled, and it has been the rounds in syndication, there really won't be enough market for them to film a conclusion now at the prices the actors could charge at the series' height in popularity.))

From Mark Berch:

"The most recent two-parter, 'The Living Legend', was by far the best on BG. Not only was there plenty of action, but there was even the beginning of a clash of ideas, which is what good SF is about..."

((I was somewhat upset at the way BG has progressed until I read a mention of BattleStar, somewhere as not a Science-fiction series, but as a "Space War" series. The more I think about it, the more apt the description is.

Nearly everyone I have talked to complains about the things that were not done in the script. Things necessary for a "good" SF show. But you know, if all the thing is is an action series which happens to take place in space, then things like character development(a thing Mark comments as lacking) are not really necessary. Space Opera has always been considered an inferior branch of SF. And in BG we begin to see that there is indeed something lacking in action without ideas.

1976IJ

The Changeling

Fall, 1905

WAR CONTINUES AMONG MAJOR POWERS

(in Spring, 1905, the Russian move A sev-MOS was motted.
Players were notified.)

Austria(Verheiden) F BULSC S A RUM(imp), A RUM S F BUL(SC),
A SRB S A bud-TRI, A bud-TRI, A VIE S A bud-TRI, A BOH-murr,
A TYO S A bud-TRI, A SIL H
England(Kendter, Jr.) F nth(d, r lon, yor, edi, nwg, ska, otb)
S F ENG-bel, F ENG-bel, F HEL-hol
France(Kelly) A bre-par(d, r pic, gas, otb)
Germany(Nielsen) A par-BRE, F BEL S Russian F nwy-NTH,
A HOL S F BEL
Italy(Smith) A mar-PIE, A tri h(d, a), A VEN S A tri,
F ADR S A tri, F ALB S A tri, F ION S Turkish F GRE(otm),
F MAO S German A par-BRE
Russia(Ditter) F bla-SEV, A KIE-murr, A lvn-BER, F BAL C
A lvn-BER, F DEN S F nwy-NTH, F nwy-NTH, A mos-WAR,
A UKR S A mos-WAR
Turkey(McLendon) F GRE-alb, A CON-bal, F ANK H

England must retreat from the North Sea; the Italian A Trieste is annihilated
France must retreat from Brest, although the point is moot. Temporary
COA: Dave Ditter, 7340 Xerxes Ave. No., Minneapolis, MN 55444 from 12/22
to 1/7. He did not give the number of the apartment, although he listed
the word No.

SUPPLY CENTER CHART 1976IJ The Changeling 1905

AUSTRIA: bud, bul, ~~grs~~, mun, rum, srb, tri, ~~war~~, VIE...7, remove 1
ENGLAND: edi, lvp, lon.....3, even
FRANCE: ~~grs~~.....0, out
GERMANY: bel, hol, par, BRE.....4, play 1 short-
ITALY: mar, nap, por, rom, spa, tun, ven, ~~grs~~.....7, build 1,
2 annihilated
RUSSIA: ber, den, kie, mos, nwy, stp, sev, swe, WAR.... 9, build 1
TURKEY: ank, con, smy, GRE.....4, build 1

The concession to Russia was defeated. A concession to Italy has been
proposed. Please vote with your Winter/Spring orders. Separation of
seasons granted upon request of 3 players.

DEADLINE FOR WINTER, 1905 & SPRING, 1906 IS JANUARY 13, 1979 12 NOON EST

Changeling Press--

Vienna: A large quantity of Italian military equipment was found in the
capital after the recent liberation. Contrary to expectation, it was
found that abandoned tanks had all three reverse gears in generally good
working order. However, the steering was found to be jammed in a hard turn,
leading to uncontrollable circular motion and complete devastation of
Italian forces in the rear.

Russia-Austria: Eric, you didn't hear me scream bloody murder when you
stabbed me, your ally. Don't be so fatalistic; take your lumps, you
deserve them. Only by sheer guesswork last season am I still in this game.
Vatican City-Rekjavik: The Supreme Pontiff, Pope George Ringo I, reports
that he is too distressed to even discuss the grey paper used last issue.

Changeling Press--

Rome-Vienna: Now really, Eric! When did I ever "waffle"? Well, maybe once or twice, but then again, you did a bit of waffling yourself. As for your statement that you "will no longer negotiate with the Italian under any circumstances", that is about the most childish thing I have ever heard coming out of a grown man's pen in the entire time I've been in this hobby. And I'm sure you know that in this hobby, grown men's pens can put out some pretty childish stuff. I mean, why not just say "Mr. sergeant, Mr. Sergeant! Roy Smith hit me and I'm never going to talk to him again as long as I live, so there. Nyaaa!" They both bail down to the same thing.

If I may quote from the Editor's Note at the end of the Dragonfire article last issue: "I think this article admirably repeats the philosophy of playing the game with all the players, and not merely making a single alliance." I suggest that you re-read that and take that advice to heart. I am willing to negotiate with you right up until the time when I take your last center, or you take my last center, whichever comes first.

As for my smoking too many reefers, alas, due to financial and scholastic considerations, I have been smoking rather a few less than I might have hoped for.

Now about my lacking, sorely lacking even, a rudimentary intelligence, I find it hard to believe you did not see my stab coming. When I first moved against you, I sent you a letter explaining that my moves were purely defensive. I guess I was hoping you would think that it was just another one of my many "waffles" and not recognize it for what it was, an all-out attack. I sent the letter, even though I felt that surely it was a waste of a stamp. After all, anybody with even a rudimentary intelligence, to use your terms, would be able to see that it was all a lie. I can only conclude that either you do not have a rudimentary intelligence, or that I am a better liar than I thought. Neither prospect comforts me.

O.K. Enough pussy-footing around. Let's get on the business about me and Alan Rowland being "inseparable allies". I would be very interested in how you came to that absurd conclusion. Granted, Alan and I are good friends. Granted, Alan and I live in the same town. Granted, Alan introduced me to the Diplomacy hobby. NOT granted, Alan and I are inseparable allies. Name me one postal game where both Alan and I were allied. Better yet, name me one game in which both of us were players. With the exception of the New Jersey Invitational (a more or less local game which never got a Boardman Number, and broke up after just a year or two due to lack of interest), the two of us have never been in the same game. I am not including, of course, local FTF games. In fact even in those local games, Alan and I usually end up on opposite sides.

And about my attack being, in effect, a concession to Russia: I can see no reason to say that at all. I think it is obvious that you proposed the concession to Russia last season. While there is nothing wrong with this, there is the matter of the "The Play of Russia" article. I believe that you wrote it and submitted it in conjunction with your proposal of a concession to Russia, as perhaps, a psychological weapon. If that was your intent, then I think that is a terrible way to play this game. If it was not you who submitted the article, then I withdraw my accusation and offer my apologies.

1976IF

Leviathan

Fall, 1911

NO PEACE ON THOSE TERMS

Austria(Kelly) A SRB S A RUM, A VIE S A BUD, A SEV S A RUM,
A RUM S A SEV, A BUD S A VIE
France(Bailes) F POR S F SPA(NC), F SPA(NC) S F POR,
A MAR S F SPA(NC), A lvp-edi(d, r yor, otb)
Germany(Berch) F HOL-nth, A WAL S F cly-LVP, F cly-LVP, F MAO H,
A BUR S A GAS-mar, A GAS-mar, F NTH-edi, F NAT S F MAO,
F ENG S F MAO, A MUN-tyo, A GAL-vie, A BOH S A MUN-tyo,
A MOS-sev, A UKR S A SIL-gal, A SIL-gal
Italy(Beyerleir) F NAF-mao, F WES S French F SPA(NC),
A PIE S French A MAR, A TYO S Austrian A VIE, A TRI S A TYO,
F ADR S A TRI, F BLA S Austrian A SEV, F BUL(SC) H,
F GRE S F BUL(SC)
Russia(McLendon) A arm-ANK

France must retreat from Liverpool. Both draws were defeated; there is a new proposal for a five-way draw. Please vote with your Winter/Spring orders. From 12/22 to 1/13 COA: Mitchell Bailes, 263 Congressional Lane, Rockville, MD 20852

SUPPLY CENTER CHART 1976IF Leviathan 1911

AUSTRIA: bud, rum, srb, sev, vie..... 5, even
FRANCE: ~~lvp~~, mar, por, spa..... 3, remove 1
GERMANY: bel, ber, bre, den, edi, hol, kie, lon, mos,
mun, nwy, par, stp, swe, war, LVP.....16, build 1
ITALY: bul, con, gre, nap, rom, smy, tri, tun, ven..... 9, even
RUSSIA: ank..... 1, even

DEADLINE FOR WINTER, 1911 & SPRING, 1912 IS JANUARY 13, 1979 12 NOON EST

Leviathan Press--

Russia(in exile) to Berlin: I see another reason to include a one center power in a draw. In order to wipe me out, the Allies will have to pull three units from the line, move them over to Turkey, and box me in. This accomplished, they would then have to get those three units back to the line. I'm not saying they won't, but it would be risky for them. And I was necessary a while ago to hold Sevastopol long enough to allow Italy time to get another unit in position. So, I will veto any draw that does not include Russia, and I urge you to reconsider so we can quit wasting Bob's time.

John Michalski, Brutus Bulletin, Rt.10, Box 526Q, Moore, OK 73165:

"Bored stiff with the torpid pace of most games?Want experience?FAST?Ever want to play wild, win-big-or-sink-fast?Well, I have 3 openings left in a TEN DAY DEADLINE game!NOT(necessarily a phone game as many say.Just plan ahead with your ally:"One if by land, two if by sea",get the results, send him a card saying "Situation B has occurred, so I'm doing X, expect you to do Y" and send a set of orders." continued on ~~next~~ page.9.

1978HH

The Vampire

Spring, 1902

BETTER LATE THAN NEVER



The
Vampire

Austria(Lawniczak) A VIE-gal, A srb-RUM, A BUD S A srb-RUM,
F alb-GRE
England(Hayman) F edi-NWG, A YOR-nwy, F NTH C A YOR-nwy,
F nwy-SKA
France(McPherrin) F POR H, A spa-MAR, A par-BUR, A PIC S A par-
BUR, F bre-ENG
Germany(Bailes) A mun-KIE, A kie-DEN, A BEL S French A PIC,
F HOL-nth, F ber-BAL
Italy(Smyth) A tyo-BOH, A ven-TYO, A tun-ALB, F ION C A tun-
ALB
Russia(Phipps) F STP(NC)-nwy, F SWE S English F NTH-den(nso),
A war-GAL, A UKR S A war-GAL, A rum-bud(d, a), F bul(ec)-BLA,
F SEV S F bul(ec)-BLA
Turkey(McLendon) A con-BUL, F AEG S A con-BUL, F ANK-bla

The Canadian postal strike is over so the game will return to normal.
All players have had an additional issue added to their sub, due to the
delay. Temporary COA from 12/22 to 1/13: Mitchell Bailes 263 Congressional
Lane, Rockville, MD 20852.

DEADLINE FOR FALL, 1902 IS JANUARY 13, 1979 12 NOON EST

Vampire Press--

Paris-Constantinople: Steve, all I said was that you are dishonest, sneaky,
decious, and untrustworthy. I really am your friend. Guess what your enemies
think of you!

Paris-World: As usual Steve insults everyone's intelligence. I don't think
it was France that vacated the Black Sea, giving Russia a free hand there.
And my warning to Austria and Italy not to trust Turkey was borne out by
the moves. Turkey certainly wasn't attacking Russia when he moved his
fleet into Aegean. Steve is crying now, but we have nobody but him to thank
for Russia's strong position and if he gets the chance he will switch sides
again.

1978HT

The Werewolf

Winter, 1901



The
Werewolf

Austria(Hayman) builds A TRI. Has A TRI, A SRB, A BUD, F GRE
England(Brawner) Builds F LON, F EDI. Has A DEN, F LON, F EDI,
F NWY, F NTH
France(Kovalcik) builds F MAR, F BRE. Has A POR, A GAS, F MAR,
F BRE, F SPA(SC)
Germany(Michalski) builds A BER. Has A BER, A HOL, A MUN, F BAL
Italy(Moraitis) builds F NAP. Has A VEN, A PIE, F TUN, F NAP
Russia(Price) builds A STP, A MOS, A WAR. Has A STP, A MOS,
A WAR, A VIE, A RUM, F BLA, F SWE
Turkey(Stevens) builds F SMY. Has A BUL, A CON, F AEG, F SMY

COA: Jack Brawner, Box 5706, Tallahassee, FL 32313. Press on page 9 .

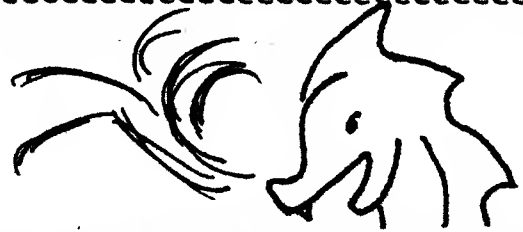
DEADLINE FOR SPRING, 1902 IS JANUARY 13, 1979 12 NOON EST

DRAGONFIRE

"How to Play Germany"

by

Dipple O. Massey



Does it take an article to tell you how to play Germany? How stupid! anybody can play Germany. All you have to do is write down your orders and sand them in. Just be sure you write legibly so the GM can understand what you want. In fact, anybody can play any country by following the above procedure. See what a knack I have for turning something appearing so complicated into downright simplicity?

Oh, you want to win? Well, why didn't you say so. That's a different matter altogether. It's still very simple, actually. Just make sure your mother plays England and Peggy gemignani plays France. If you can't meet this basic requirement, the situation becomes somewhat more delicate. OK, you find yourself in a game as Germany with six other guys you can't even pronounce their names. Let's assume these other guys are just as anxious to slit a throat as you are (although in some circles it is argued that this is established fact and, therefore, no assumption is necessary.)

The first requirement is to get England and France to go at it. If they are even neutral towards one another, your chances diminish. You can rule out a 3-way alliance also because after you've mopped up everybody else, there you are in the middle of two 11 power countries. If you are going for a draw, that's fine. But western triple alliances are not favorable for a German win.

How do you get France and England slashing each other right off the bat? Well, that's your problem, but I will offer one suggestion. Tell Italy that France is going into the Channel, he will then tell England. Tell Russia that England is going into the Channel; he will then tell France. Tell Austria and Turkey the same thing, just to cover everything. You also write E/F and tell them the same thing. Now they may think you are jsut blowing air, but if they receive the same reports from other corners of the board, chances are you will see a war in the Channel.

Phase II of your pre-game negotiations consists of forming an Austro/Turkish alliance in the east. You write Austria/Turkey, subtly hinting what an honest, forthright, babykissing fellow the Turkish/Austrian player is. And of course what a weasel is the Russian rogue. You then proceed to cite "overwhelming" proof that your opinions are well-founded. A strong Russia in the early game will kill most chances for a German win.

In Phase III you persuade Italy to go east. You have successfully maneuvered Austria/Turkey into keeping Russia pinned down, but you don't want them to grow too strong in the process. You want Italy there to keep them both honest.

The game begins. The French/English standoff in the Channel virtually assures you Belgium, Holland, and Denmark in 1901 and, therefore, three builds. You have attacked no one, made no threatening moves, and all your neighbors are engaged in bloody conflict. England, Russia, and France are all coming to you with hat in hand, each desparately needing your help. You build two armies and a fleet and all your neighbors are happy. To Russia, you are in good position to help him against Austria; England now has visions of your sweeping in on France. France realizes that you are about to help your good buddy Russia against Austria and that you have built an additional fleet for an English assault.

(continued on page 8)

How to Play Germany -continued

But here you must be careful. You don't want to throw most of your strength against England because he can hold you off with just a few forces of his own, while France can breeze into the English back door. Yet you cannot deny aid to France because then he might just decide not only that it is useless to tackle England alone but that you are the bigger threat, which could very well lead to a F/E reconciliation.

So you move your fleets into Ska and Den; two armies you send into Silesia and Prussia. England may be wary of this and cover himself in Norway, but he will not move against you and deliberately provoke a two front war since it is obvious you are merely going after Russia. France sees two German fleets in good position to hit England.

1902 is a good year for Germany. You take Sweden and maybe Warsaw. France is just beginning to make headway and England positions his forces to meet the immediate threat. In 1903 you take Norway and convoy another army to Livonia. France may or may not have taken London or Liverpool but, if not, you give him Belgium as a generous tidbit just so he will not feel that he is stagnating. Always remember to keep France happy.

In 1904 you march into StP and take control of the North Sea. At this point you make heartwarming overtures to Italy or Turkey (with whom you have maintained friendly relations and communications all along), whichever is the strongest and has the better position.

If Turkey is in good shape, you convince him how cool and suave it would be to hit Austria from two opposing sides. You would also send "scouting parties" to the Italian peninsula where Turkish and French fleets will soon be beating each other up. Soon it will be only you, France, and Turkey remaining. At this point it should be fairly easy for you to see which of the other two is most vulnerable and you forthwith viciously stab the dimwit in the back for the win and congratulations from all parties involved (stabee excluded).

If Italy is in the best shape, however, you generously grant him the privilege of being the beneficiary of your military genius and the two of you proceed to munch on Austria and Turkey. Of course, you convince France it is time he dealt with the Italian upstart, if he hasn't begun to move in that direction already. You also perform your moral duty and inform Italy that France is coming. This innocent maneuvering on your part insures that you will get most of the eastern spoils, provides France with someone other than you to hassle, and positions much of the French strength in the south.

When the forces begin to reposition, you execute a brilliant stab of France to the applause of Italy and the GM. A quick strike into Burgundy and the English holdings prove to one and all that you are indeed Patton's seventh incarnate. You and Italy now proceed to demolish the lower class. But you must remember to keep Italy happy. Give him no cause to suspect your bloodlust. Otherwise, he just might think you are only playing him for a sucker and may well join with the opposition. When he does realize that you have indeed played him for a sucker, it will be too late for him or anyone else to do anything about it.

Now all this may sound great in theory but putting it into practice will require some diplomatic effort on your part. Sure there are other ways to win as Germany, but I believe that this one gives you the best chance.

(continued on page 11)

1978HS

The Dwarf

Spring, 1902

WHAT IS GOING ON IN THE WEST ?



The
Dwarf

Austria(Jack Brawner-see below COA) A vie-GAL, A BUD S A vie-GAL, A RUM-sev, A srb-BUL, F tri-ALB
England(Laurence Daniel Mathias, 219-60-7206, ETA School Bldg. 520 Class 7841-C, SSC/NTC, Great Lakes, IL 60088*see below) F lon-WAL, A edi-LON, F NTH C A edi-LON, F NWY S F NTH
France(Bob Dralle, 2690 Drew, Apt. 1133, Clearwater, FL 33515) A por-SPA, F ENG-bel, A PIC S F ENG(imp, otm), F bre-MAO
Germany(Oren Phipps, 2280 Dosinia Ct., Reston, VA 22091) A ruh-BEL, A HOL S A ruh-BEL, A mun-BUR, A kie-DEN, F den-SKA
Italy(Randy Swords, 1866 Coventry Road, Columbus, OH 43212) A ven-APU, F nap-TYN, F ION-aeg, A GRE S Austrian A srb-BUL
Russia(David Hooton, Worcester Polytechnic Institute, P. O. Box 1136, Worcester, MA 01609) A mos-STP, A UKR-sev, A WAR-gal, F SWE H, F SEV-bla
Turkey(~~Tonny~~ Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130) F CON-bla, A ARM-smv, F SMY-aeg, A bul sucks down a bottle, cap and all(h), (d, a)

Konrad Baumeister now takes over the Turkish position. COA: Jack Brawner, Box 5706, Tallahassee, FL 32313. Dan Mathias says that after 12/21 he will be going home and then after Jan 3 to a new address in Florida. The problem is that I can't read his home address. It's either 7007-D or 2007-D Lachlan Circle, Baltimore, MD 21239. Try both.

DEADLINE FOR FALL, 1902 IS JANUARY 13, 1979 12 NOON EST

Dwarf Press--

Somewhere in the Tyrrhenian Sea: Tunis, or Bust !

Werewolf Press--

Turkey: England sure has Germany and France duped!Where do they think he'll go once Sweden and St.Petersburg are taken?

Bonn: We hope the board waits in eager anticipation of what strange strategy is behind A mun-Ruh, A Ruh-Mun when the nearest French unit is in Gascony. Keep wondering. Then you won't laugh so hard at the flub.

Rome: Queen Anna invites everyone to dine on Russia. However if the Czar will attack the forked-tongue viper in Turkey, he will find immediate allies in Italy and Austria.

Naples: Come ahead, froggies. Everyone knows the French are really all women who reproduce by sitting on eggs, and everyone knows how dumb and chicken the chicken pluckers in France are.

Venice: Get your act together, Germany and England.

John Michalski Plug-continued: I will accept phoned orders for this one, but you can get by without using it. All you miss is the waiting!Suggest to your friends that they sign up now. Or your enemies. \$2+sub, or \$3 without sub.

1976JW The Phoenix Winter, 1911
F: builds F MAR, G: builds A MUN, I: NRR, A vie r OTE

Spring, 1912

ANOTHER ITALY BITES THE DUST ?

France(Machir) A bel-NWY, F BAR H, A STP-mos, A PIE S German
A ROM-ven, A TUS S German A ROM-ven, F ion-ALE, F APU-adr,
F tyn-NAP, F wes-TYN, F mar-LYO, F tun-ION
Germany(Bunke) F NTH C French A bel-NWY, F BAL-lvn, A PRU S
A sil-WAR, A sil-WAR, A mun-SIL, A boh-GAL, A VIE S A boh-
GAL, A TYO S A VIE, A VEN-tri, A ROM-ven
Italy(Reges?) NMR A gal h(d, r bud, rum, oth), A SEV H, A TRI H,
A SRB H, A GRE H, F AEG H, F EAS H, F ADR H
Russia(Gibson) A mos-UKR, A LVN-mos
Turkey(CD) F ANK H

Ron Kelly is asked to submit standby orders for Italy: Apt. 314, 6038
Richmond Highway, Alexandria, VA 22303. The Italian unit must be retreated
from Galicia.

DEADLINE FOR FALL, 1912 IS JANUARY 13, 1979 12 NOON EST

Phoenix Press--

Transiberian Newsbits: After years of monastic prayers, the former French
ambassador is reported to have fled from the cabinnical retreat in the Taiga
north of Tomsk, determined to tell the aris government to boot der Kaiser
in der poop. Toot-toot! and the choo-choo headed west, him atop the caboose,
yelling "I pray & pray & only hear Satan mock 'First d bunkybunkybunkybunk..'"

1978CO

The Banshee

Fall, 1903

ENGLAND SLEEPS THROUGH ANOTHER FALL

England(Hessel)NRR F nwy r OTE. NMR F IRI H, F ENG H, F NTH H
France(Kendter, Jr) F NAT S F bre-MAO, F bre-MAO, A pic-BRE,
A bur-MAR, A GAS-spa
Germany(Swords)(A bur r RUH) A DEN H, A MUN-boh, A RUH-mun,
A BEL H, F HOL S A BEL
Italy(Machir) F GRE S F ion-AEG, F ion-AEG, A SRB S F GRE,
F WES-spa(sc), F tyn-LYO, A VIE-boh, A tri-TYO, A PIE S
A tri-TYO
Russia(Richmond) F arm-ANK, F BLA S F arm-ANK, A BUL S A CON,
A CON S A BUL, A NWY S F SWE, F SWE S A NWY, F stp(nc)-BAR
Turkey(Pyfrom) F aeg-gre(d, r smy, eas, otb), F ank-con(d, a)

Turkey must retreat from the Aegean Sea; his fleet Ankara is annihilated.
Jerry Jones, P. O. Box 8529, San Marino, CA 91108 is asked to submit standby
orders for England. Supply center chart is on next page.

1903

|||||

Steve McLendon in Dragon and the Lamb has announced openings in a 9-player world variant called Holocaust. If he is sending everyone a map like the one he sent me, this is definitely worth your while. The map is large enough to use as a game board, and he is only charging a sub. A BARGAIN!

And he and I have been working together on another Global Variant which will have 19 players. It is an extension of the basic European map of regular Diplomacy. Besides the 7 players of Diplomacy (and Russia has an expanded role in the East) there are 2 North American, 3 Asian, 3 African, 3 South American, and Australia. If you are interested (and the only remaining task is the finalization of the African map) please let me know, but send no money. Dave Bunke will be GM'ing this because I want to play in it.

HAVE A HAPPY HOLIDAY SEASON !



Robert Sergeant
3242 Lupine Drive
Indianapolis, IN 46224



X Trader

 Sub

X Player

First Class Mail

Doug Beyerlein
640 College
Menlo Park, CA 94025